Avid® Editing Application

for Media Composer® v8.4.4

IMPORTANT: Avid periodically makes software updates available for download on Avid.com at the following location:www.avid.com/us/support/downloads. Please check the above site regularly for information on available downloads for your product.

Important Information

Avid® recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

Important: Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes compatibility issues with previous releases, software installation instructions, hardware and software requirements, and summary information on system and memory requirements. This document also lists hardware and software limitations.

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Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
‣	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
Italic font	Italic font is used to emphasize certain words and to indicate variables.
`Courier Bold font`	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available after the documentation was published. Also check online for the most up-to-date ReadMe because the online version is updated whenever new information becomes available. To view the online ReadMe, select ReadMe from the Help menu, or visit the Knowledge Base at http://www.avid.com/readme.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues. In addition to the printed documentation supplied with your editing application, the documentation is supplied in PDF format when you install the application. Topics that you print from the Help have limited page layout and formatting features. If you want to print a higher quality version of Help information, Avid recommends that you print all or part of the PDF version of the appropriate Avid manual included in the Online Library for your editing application. To access the Online Library, select Help > Online Library from within your Avid editing application.
4. Visit Avid Online Support at www.avid.com/onlineSupport/. Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

Changed in v8.4.4

The following has changed with Media Composer v8.4.4:

- The NVIDIA driver v353.82 is now included with the editing application.

Fixed in v8.4.4

The following have been fixed in Media Composer v8.4.4:

➤ **Bug Number:** MCCET-1005. You might have received an “Exception: SequenceMonitor::RegWithCurrentSegmentUpdateBroadcaster” error when adjusting a clip with stereo audio in the Audio Mixer tool.

➤ **Bug Number:** MCDEV-4324. You might have received a “std::exception” error when performing a Custom QuickTime export.

Changed in v8.4.3

The following has changed with Media Composer v8.4.3:

- NVIDIA driver v353.82 has been qualified. You can download the driver from the NVIDIA website.
- Media Composer v8.4.3 is qualified with AMA Panasonic P2 plug-in 4.5. If you have an earlier version installed, please download and install the latest from avid.com/ama. Because of metadata changes in that 4.5 plug-in release, AVC LongG clips linked with an earlier version of the plug-in are not compatible with the 4.5 (and later) plug-in.
- AMA-linked Panasonic AVC LongG clips are not supported for Interplay check-in.

Fixed in v8.4.3

The following have been fixed in v8.4.3

➤ **Bug Number:** MCCET-896. In some configurations, the first frame before and after an edit in the Timeline was incorrectly scaled (large).

➤ **Bug Number:** MCCET-938. In some instances, there was a delay when dragging clips in the Timeline.

- **Bug Number:** MCCET-294. You could not AMA link to AirSpeed 5000 generated MXF op1a files.

- **Bug Number:** MCCET-828. Timewarp effects were removed after committing MultiCam edits.

- **Bug Number:** MCDEV-3718. In some instances with third party hardware enabled, dropped frames appeared during playback. With this release, there is performance improvement with third party hardware enabled.

- **Bug Number:** MCDEV-3927. You might have received a "Streaming Play Consumer Timeout" error when playing back a LonGOP sequence at varying speeds.

- **Bug Number:** MCCET-618. After creating a shape in the Poly tool, selected edit points did not update until you moved them.

- **Bug Number:** MCCET-973. The NewsCutter option disabled Direct 16 channel Out on systems with a Nitris DX.

- **Bug Number:** MCDEV-4093. When "Digital Cut Safe Mode" is on the editing application would crash if you canceled a render for a digital cut.

- **Bug Number:** MCDEV-3960. (Media Composer | Cloud) In some instances, audio suite plug-in effects were removed from sequences that were uploaded from Media Composer | Cloud to Interplay.

- **Bug Number:** MCDEV-3901. An incorrect suffix was added to the end of a sequence name when checking in to Interplay for ProTools.

- **Bug Number:** MCCET-936. In some instances, an image did not load if you imported a file with the Pan & Zoom effect.

- **Bug Number:** MCCET-950. You might have received an "invalid trim" error when trying to move a title clip that had a Head and Tail dissolve.

- **Bug Number:** MCCET-697. In certain circumstances, after performing a lift or extract, a sequence did not fill the length of the Timeline.

- **Bug Number:** MCCET-947. Audio effects would not render if a sequence contained IN and OUT points.

- **Bug Number:** MCCET-946. If you used the custom color picker, you could not render from the Audio Suite window.

- **Bug Number:** MCCET-944. After using a custom color on a bin or sequence, the application became unresponsive and you would have to force quit.

- **Bug Number:** MCCET-872. You could not add stylesheets to SubCap effect global properties.

- **Bug Number:** MCCET-945. You could not successfully drag from one bin to another after performing a Same as Source export.

- **Bug Number:** MCCET-857. In some instances, after restarting a project, Media Composer keyboard settings were set to NewsCutter keyboard settings.

- **Bug Number:** MCDEV-4163. A "PMS_RESTART_OUT_OF_RANGE" error displayed in the Source monitor when dragging and dropping a title from the Source monitor to V2.

- **Bug Number:** MCDEV-4288. The system might have crashed when tracking a paint object while the image in the Record Monitor was enlarged.

- **Bug Number:** MCDEV-4052. Intermittently, AVX effects on clips would be swapped during playback.

- **Bug Number:** MCCET-899. The editing application would crash if you clicked the mute button when audio was loaded to the Source monitor.

- **Bug Number:** MCCET-500. In some instances, performing an AMA file export resulted in an mSample consumer error.

- **Bug Number:** MCCET-767. Subcap subtitles did not play back in real time.

- **Bug Number:** MCCET-914. (Mac) The editing application might have crashed when you opened the Help while the Title Tool was open.

- **Bug Number:** MCCET-915. (Mac) A sequence report .txt file might not have displayed properly.

- **Bug Number:** MCCET-881. The bin search field in a bin or project filled with garbage text when you dragged an asset from the Interplay Window. And you could not perform a checkout.

- **Bug Number:** MCCET-893. When editing an effect, a handle could only been seen when you moved a control point.

- **Bug Number:** MCCET-807. When working in video satellite mode, you might have received a "calling a method on a freed object" error when playing back a sequence after performing an update from Interplay.

- **Bug Number:** MCCET-933. In some instances, the editing application would freeze when performing a match frame on clips in a sequence.

- **Bug Number:** MCCET-864. Audio might have been out of sync when linking Omneon files.

- **Bug Number:** MCCET-948. Using the Esc key to toggle between Source and Record did not switch monitors smoothly.

- **Bug Number:** MCCET-888. Full screen playback did not work if the Clipboard tool was open and a clip was loaded.

- **Bug Number:** MCDEV-3783. Remote sequences with many effects would hang or crash Media Composer | Cloud.

- **Bug Number:** MCCET-643. Performing an AMA link was very slow if you were in an Interplay environment.

- **Bug Number:** MCCET-805. In some instances, when working with a stereo master clip, only mono mode was available in the Audio Suite window.

- **Bug Number:** MCCET-774. When exporting AS-11, the exported MXF automatically fills in the Programme Title with the name of the file.

- **Bug Number:** MCCET-780. If you installed the TC Electronic LM2n version 1.0.5 AAX Plug-in, the Plug-in user interface was very slow to redraw.

- **Bug Number:** MCCET-208. If you exported a QuickTime movie using Fast Start (Custom > Format Options), you received a message indicating the timecode track would be removed.

- **Bug Number:** MCCET-798. Audio track custom names for group clips and sequences did not stay when checked in and checked out by a different user.

Artist DNxIO Fixed Issues

The following issues have been fixed. You need to have Desktop Video software v10.5.1 or greater to see these fixes. The update is available under the Avid Artist DNxIO product in your MyAvid account if you registered the unit. The update is also available on the Avid Download Center.

- **Bug Number:** BMD-16. Performing an HD to SD down convert from the Blackmagic Desktop utility did not work.

- **Bug Number:** BMD-97. Playing a clip in Bin Frame view while the Capture Tool was open resulted in a “Segment fault” error or the application would hang.

- **Bug Number:** BMD-72. The Artist DNxIO LCD panel did not display 2k and 4k media properly.

- **Bug Number:** BMD-52. No audio was output during an initial Audio Suite preview.

- **Bug Number:** BMD-69. The Avid Artist DNxIO did not recognize quad link input for UHD/4k media.

- **Bug Number:** BMD-80. Pressing play repeatedly resulted in delayed playback.

- **Bug Number:** BMD-79. Audio output would randomly mute after playing tone media.

- **Bug Number:** BMD-90. In some instances, performing a digital cut inserted a black frame at the start and randomly aborted and inserted 4 or 5 black frames.

- **Bug Number:** BMD-98. You could not perform a digital cut of a 720p 59.94 sequence successfully.

Fixed in v8.4.2

The following have been fixed in Media Composer v8.4.2:

- **Bug Number:** MCCET-832. The aspect ratio did not appear correctly for edit while capture clips. In some instances a 16:9 clip would appear as 4:3 in Media Composer.

- **Bug Number:** MCCET-744. In some instances, Media Composer would freeze when exporting XDCAM 50 media to ISIS storage.

- **Bug Number:** MCDEV-3944. If you were in RGB 709 color space with bit depth set to 12 bit and video quality menu set to 12 bit, and you performed a playback from Frame View, made an edit in Trim mode and exit, or selected Source Settings and then exited, you received a “Two Exception:Tee build” error.

- **Bug Number:** MCDEV-3971. The resulting image was distorted when you used the Spot Color Correction effect with a shape tool.

- **Bug Number:** MCDEV-3885. (Artist DNxIO).You might have experienced dropped frame when playing back 1 Stream of 4K 59.94P AMA XAVC-I in full resolution 8-bit.

New in Media Composer v8.4.1

- Media Composer v8.4.1 includes support for Mac OS X v10.10.4 and v10.10.5
- Media Composer v8.4.1 includes support for Avid Artist DNxIO hardware. For information on setting up the Avid Artist DNxIO hardware, see the Avid Artist DNxIO Setup Guide here.

Bug Number: BMD-56. When using the Avid Artist DNxIO, the LCD screen might not be functional after a firmware update. If this occurs, shut down your workstation and remove A/C power from Artist DNxIO. Reconnect A/C power to the Artist DNxIO and power up your workstation.

Fixed in v8.4.1

The following have been fixed in Media Composer v8.4.1:

➤ **Bug Number:** MCCET-771. In some instances, importing XDCAM media from an earlier version of the editing application, did not playback in the editing application.

➤ **Bug Number:** MCCET-769. When working with Media Composer | Cloud, using the J key to play footage resulted in an “APanVolConsumer::GetAutoGain” error.

➤ **Bug Number:** MCCET-734. Pressing the Num Lock key multiple times might have resulted in crashing the editing application.

➤ **Bug Number:** MCCET-717. Text appeared corrupted after rendering a rolling title.

➤ **Bug Number:** MCCET-710. In some instances, descending letters such as g, p, y in Subcap titles are cut off.

➤ **Bug Number:** MCCET-707. “Add item” in the Send To > Make New > Auto Launch did not work in Simplified Chinese.

➤ **Bug Number:** MCCET-702. Performing an audio punch in with “remove extra filler after punch-in” enabled and pre/post handles enabled resulted in a lost dissolve or crash.

➤ **Bug Number:** MCCET-619. Playing back MPEG4 QuickTime resulted in the first frame displaying as the last frame.

➤ **Bug Number:** MCCET-649. RAM would fill and the system would slow down when linking to AVCHD files.

- **Bug Number:** MCCET-489. Adding a Marquee Script to a title crashed the Marquee title tool.
- **Bug Number:** MCCET-428. Performing a Recreate Title Media did not always recreate all the titles.
- **Bug Number:** MCCET-406. If you transcode a sequence or a subclip, it ignores the parameters and transcodes the entire master clip. You will now receive a warning message to either transcode the full clip, or create a new clip with the assigned parameters.
- **Bug Number:** MCCET-314. In some instances, the Avid Artist Control surface jog wheel did respond when turning it slowly.
- **Bug Number:** MCCET-294. You could not AMA link to Air Speed 5000 MXF files.
- **Bug Number:** MCDEV-3647. In some instances, trim changes did not apply if you performed a trim quickly.
- **Bug Number:** MCCET-134. You might have received an ilok licensing error when launching the editing application.
- **Bug Number:** MCCET-666. Performing audio scrub with XDCAM media was slow to respond.
- **Bug Number:** MCCET-548. After consolidating an exported AAF sequence, renders were lost.
- **Bug Number:** MCCET-671. Accessing an AMA media folder from the AMA link dialog box and then moving back out of a folder took a long time if there were many subfolders on the shared directory.
- **Bug Number:** MCCET-430. With the Get Info window open, performing some operations would crash the editing application.
- **Bug Number:** MCCET-681. In some instances, the Send To Playback Temp folder on a workspace was filling up over time.
- **Bug Number:** MCCET-725. Audio effects saved to a bin did not apply after quitting out of the editing application.
- **Bug Number:** MCCET-118. AAFs created from the Sony PDZ Content Browser software would not relink properly.
- **Bug Number:** MCCET-642. If Clip frames were enabled in the Timeline, the editing application was slow to respond.

- **Bug Number:** MCCET-688. In some instances, consolidating a sequence consolidated an entire source clip's duration rather than just the amount used in the sequence. This added size to the consolidated media folder.

New in Media Composer v8.4

For information on new features, see the What's New v8.4.

NVIDIA Driver Qualification - Avid has qualified v347.52 driver.

This driver is not compatible with older Graphics cards from the Quadro FX series; the 3700, 3800 and 4800. For these cards, remain on driver 340.84.

Any customer that has previously activated a v8 license will need to re-activate their current license when they want to upgrade to Media Composer v8.3 or higher. Dongle customers will also need to re-update their dongle. For more information, please see the Media Composer Support Contract License Update FAQ knowledge base article.

Fixed in Media Composer v8.4

The following were fixed in v8.4:

- **Bug Number:** MCCET-676. When a Subcap outline effect started with certain capital letters, it did not display properly.
- **Bug Number:** MCCET-483. Subcaps did not import Greek captions correctly.
- **Bug Number:** MCCET-40. You could not select "No Tracker" when performing four point tracking.
- **Bug Number:** MCCET-558. Video output did not change when toggling sources using the Esc key and the viewers were minimized.
- **Bug Number:** MCCET-691. In some instances, you might have seen dropped frames during playback of LongGOP media.
- **Bug Number:** MCCET-699. Bengali fonts did not display correctly in the NRCS tool.
- **Bug Number:** MCCET-305. In some configurations, you might have experiences skipped frames when connected to ISIS storage.

- **Bug Number:** MCCET-537. The editing application did not retain the Aspect Ratio for an Edit While Capture clip.

- **Bug Number:** MCCET-677. You might have received an “Assertion failed” error when using Segment Mode with sequence loaded into the Clipboard Monitor.

- **Bug Number:** MCCET-571. (Interplay) When performing a Check into Interplay, the Property Merge dialog box did not display in the editing application.

- **Bug Number:** MCCET-532. Performing an Edit While Capture with XDCAM media did not update properly in the editing application.

- **Bug Number:** MCCET-158. The original project was updated when you performed an edit on a duplicate project.

- **Bug Number:** MCCET-422. When adding a Color Correction preset, the editing application would crash.

- **Bug Number:** MCCET-640. (Interplay) With Show Target Availability selected, Timeline text appeared corrupted.

- **Bug Number:** MCCET-690. In some instances, even if you selected “Override working settings with target settings” the material would display as offline. The media now displays online.

- **Bug Number:** MCCET-528. When performing an Undo after a replace edit, the blue bar did not return to the position in source monitor.

- **Bug Number:** MCCET-539. In some instances, AS-11 exports failed.

- **Bug Number:** MCCET-492. Play stuttered when playing backward using the J key in a 25 fps project.

- **Bug Number:** MCCET-549. In some instances, audio mapping for stereo clips on the Timeline were not mapping correctly.

- **Bug Number:** MCCET-550. If Hyperthreading was On, AVC-I 100 PAL playback stuttered.

- **Bug Number:** MCCET-336. (Mac) If you changed the OS to Chinese, some AudioSuite plug-ins were grayed out or missing.

- **Bug Number:** MCCET-531. (Macintosh) In an Interplay environment, the editing application would crash intermittently when performing various operations.

- **Bug Number:** MCCET-606. After saving a story in the NRCS Tool, some characters such as "<< >>" and "&" did not display correctly.

- **Bug Number:** MCCET-100. If you had Media Services set as a Site Setting, the "Use STP Encode" option would not be available on new projects.

- **Bug Number:** MCCET-402. Occasionally, background render did not work if you were working in a Japanese OS.

- **Bug Number:** MCCET-569. (Interplay) You might have received "Core Consistency Check Failure" errors if you added clip gain to the clip while it was currently ingesting and then scrubbed.

- **Bug Number:** MCCET-608. The editing application would crash when importing files with 120+ characters in the file name.

- **Bug Number:** MCCET-258. Information in the video ID column was truncated and did not display properly in the NRCS Tool.

- **Bug Number:** MCCET-526. Intermittently, MultiCam playback was not always accurate at edit points.

- **Bug Number:** MCCET-144. You received an "Audio Export File Too Large" error when exporting a WAV file that exceeded 2GB in size.

- **Bug Number:** MCCET-503. In an Interplay environment, loading a sequence, in some instances, took longer than usual.

- **Bug Number:** MCCET-340. Center aligned SubCaps did not wrap lines properly.

- **Bug Number:** MCCET-429. When promoting a title from the Title Tool to Marquee, Chinese characters might have appeared unrecognizable.

- **Bug Number:** MCCET-516. Recreated deleted titles might have displayed special characters as question marks or random characters.

- **Bug Number:** MCCET-211. In some instances, when reimporting or AMA linking files, the audio tracks were repositioned.

- **Bug Number:** MCCET-511. In an Interplay environment, checking sequences in and out took longer than usual.

- **Bug Number:** MCCET-557. Markers on Data track previously did not import back into Media Composer.

- **Bug Number:** MCCET-195. In some instances, large sequences with audio waveforms enabled did not cache properly.

- **Bug Number:** MCCET-521. J2k linked media appeared as “Unsupported” in the Video column.

- **Bug Number:** MCCET-543. In some instances, performing a Send to Playback from Media Composer | Cloud sent the proxy media to playback. For remote clients, the Dynamic Relink target setting is set to Prefer Native. The application will try and relink to native media. If not, it will try and relink to AMA media. It will not send proxy media to playback.

- **Bug Number:** MCDEV-2938. With Black Magic Design (BMD) active, the editing application crashes when switching from UHD 60p to 1080p 60.

- **Bug Number:** MCDEV-3005. Apple® ProRes images in Flat 2K and Flat 4K projects are corrupt.

- **Bug Number:** MCCET-525. When linked to WAV or MP3 files, there were audible clicks near cuts during playback.

- **Bug Number:** MCCET-518. In some instances, a LUT did not stay applied to multi-resolution clips.

- **Bug Number:** MCCET-605. In some instances, you might have received a “badthingvalue” error when exporting as AAF.

- **Bug Number:** MCCET-538. In some instances, imported monophonic Broadcast Wave files ignored track numbers.

- **Bug Number:** MCCET-595. The system might have crashed if you decreased the video track size when Clip Frames was enabled in the Timeline fast menu.

- **Bug Number:** MCCET-513. Playing back clips with resolutions listed in the DisabledRes.txt file resulted in an “unsupported resolution” error. You should be able to playback resolutions listed in this text file.

- **Bug Number:** MCCET-514. In some instances, the editing application crashed when opening a script file.

- **Bug Number:** MCCET-444. An incoming EVS clip resulted in white noise when editing close to the incoming clip boundary.

- **Bug Number:** MCCET-92. You might have received “An error occurred on event #” message when importing an ALE if there was a greater than 12 hour timecode gap between clips.

- **Bug Number:** MCCET-89. Using the click-and-drag method for creating a bezier with the Animatte effect was not working.

- **Bug Number:** MCDEV-510. With a Matrox MX02 attached, you might have experienced dropped frames when playing back XDCAM Multicam.

- **Bug Number:** . When performing color correction with the Filmlight® Baselight plug-in effect, the client monitor now updates properly.

- **Bug Number:** MCDEV-2565. Audio tracks numbered higher than 4 were not added into List Tool output.

Before Installing the Editing Application

Media Composer Release Date

With the December 2014 release of Media Composer v8.3, Avid Advantage Upgrade & Support plan information will be included in a customer's Media Composer license. In addition, each build (release) of Media Composer will be marked with its release date. Media Composer will compare the active contract dates in the license to the release date of the software to ensure they are compatible. If the release date is within the contract dates, the software will run; if it is outside the contract dates (i.e. the contract has expired), the software will not run. For more information, please see the Media Composer Support Contract License Update FAQ knowledge base article.

This does not apply to subscriptions of Media Composer. Software subscriptions require a check every 30 days to ensure upgrade eligibility, therefore including the support dates on a subscription license is not required.

Application Manager and Media Composer Compatibility

A licensing database is created when you first launch Media Composer or when you first launch Application Manager. With the release of Application Manager v2.2 and Media Composer v8.3, the way in which the licensing database was created changed. Media Composer v8.3 is compatible with Application Manager v2.2. However, if you update to Application Manager

v2.2 and attempt to launch a version of Media Composer prior to v8.3 and you had deleted the license database before launching Application Manager v2.2, the editing application will not launch. If you experience this, you can do one of the following:

- Uninstall Application Manager v2.2. Uninstall and Reinstall the Media Composer version (prior to v8.3). The earlier version of the editing application will install a compatible Application Manager.
- Upgrade to Media Composer v8.3 or higher.

Installation Information

Read through the *Installation Guide for Avid Editing Applications*. This document is available on the Knowledge Base.

If you are upgrading from v7.x to v8.x, you must uninstall the Avid Transcode Service and the Avid Editing application. Beginning with version 8.0 of the editing application, the Transcode Service is included as part of the editing application and is no longer a separate program. When you uninstall Media Composer v8.0, a separate uninstall of Transcode service is no longer necessary.

Buffer Error Message

The editing application requires a minimum of 8GB RAM. If you try to install the editing application on a system with less than 8GB RAM, you will receive a buffer error and installation will not proceed.

Supported Systems Message

A new message has been added to this release that detects if you are installing on an unsupported system: “Your system does not support this version of Media Composer | Software. Please consult the Specifications information on Avid.com for supported configurations. Media Composer | Software installation will be aborted.”

Media Composer 8.3 and newer systems require a micro architecture that supports the SSE 4.1 CPU Instruction set. Most systems shipped since 2008 with four or more processor cores, i.e. Quad core, will include this functionality. Systems shipped before 2008 are not likely to support this functionality and Media Composer will fail to install.

If you receive the message, go here to review system requirements.

Sentinel Error Message

(MCDEV-2394) On a Windows 7 system, if a “Failed to add Sentinel64.cat file.” error appears during the installation, you can safely click OK to continue with the installation. Dongle activation will work properly.

Download Note

To avoid “File Path too long” or a “File cannot be copied” warning while unzipping the downloaded installer, try placing the installer .zip on the root level of your C:\ drive and unzip it from that location.

User Right to Raise Thread Priority

(Windows) Note for Domain Administrators: If your editing systems are part of a domain, you must give the user the right to “Increase Scheduling Priority.” This must be done within the Domain Group Policy on the domain controller by giving the right explicitly to the user or giving the right to a group and adding the user to that group. You will not be able to launch as a regular user if this is not set properly.

If you are part of a domain, a Domain Administrator should install and perform the first launch of the editing application.

Install as Administrator

You need to first install and launch the editing application as an Administrator. If you are in a Shared Storage environment, mount your workspaces as an Administrator. You may then log off and log back in as a Standard user, if necessary.

After Installing the Editing Application

AMA Plug-Ins

You cannot install the AMA Plug-ins while the editing application background services are running. Make sure you Stop the services before installing the AMA Plug-Ins. The stop/start background services icon is on the menu bar (Macintosh) or taskbar (Windows). Once you install the new AMA plug-in, restart the services. See “Starting and Stopping Avid Background Services” in the Help.

Notes on Windows

Note the following topics if you are running the editing application on the Windows OS.

Disabling Desktop Compositing

When the Avid editor is launched you might see a dialog box asking you to disable desktop compositing. You can disable it without adversely affecting the Avid editing application.

You can choose to disable it and continue with your editing session. The dialog will appear once you relaunch the application unless you disable the option.

To disable the desktop compositing:

1. Access the Control Panel.
2. Double-click System.
3. Click Change Settings.
4. Click the Advanced tab.
5. Under the Performance area, click Settings.
6. Uncheck "Enable desktop composition."

   The dialog box requesting you to disable desktop compositing does not appear the next time you launch the editing application.

Notes on Software Licensing

If You Upgrade Your Operating System

If you need to upgrade your operating system after you install your Avid editing application, first deactivate your software. After you upgrade your operating system and, if required, reinstall your application, you can reactivate your software. For information on activating and deactivating your software license, see the *Installation Guide for Avid Editing Applications*.

Minimum RAM Recommendation

For this release Avid recommends a minimum of 8GB of RAM. Some features might require more RAM and specific hardware. See "Feature Performance" on page 29 for more info.

Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See "Feature Performance" on page 29 for more info.

The following tables provide the information on qualified Windows and Macintosh hardware.

For 3rd-Party Open IO hardware qualification refer to the manufacturer's documentation. See the Open IO Frequently Asked Questions document on the Knowledge Base: http://avid.force.com/pkb/articles/en_US/faq/en422991

The following tables also list the qualified Operating Systems. Depending upon your hardware the qualified Operating Systems are:

- Windows v7 64-bit SP1(Professional) and Windows v8.1 (Professional and Enterprise)
- Macintosh v10.9.5, v10.10.1, v10.10.2, v10.10.3, v10.10.4, v10.10.5

Macintosh OS Permission Information

As of Macintosh OS 10.7 Lion, the default permissions for the root level of the system drive are now set to “Read Only” for all users. This prevents the Avid Editing Application from being able to use this drive as a media drive. You will see the drive grayed out in Media Creation settings or as an option for import, mixdown, render, and consolidate/transcode.

If you don’t intend to use the system drive for media you can leave it alone. This is ideal in most cases.

If you do need to use the system drive, perform the following to change permissions.

To change permissions:

1. Click on your system drive (Macintosh HD in most cases) to highlight.
2. From the File menu select Get Info (cmd+I)
3. Click the lock icon in the bottom right to make changes
4. Click on the “Read only” text in the Privilege column next to Everyone and set the privilege to “Read & Write”

   You should now be able to see the system drive as a valid media drive.

If you repair permissions on the system drive, they will reset and you will have to repeat this procedure.

Qualified Workstations and Laptops

The following tables list the qualified workstations and laptops for Media Composer editing applications.

Qualified PC Workstations with Avid Media Composer

The following PC Workstations are qualified with Avid Media Composer.

Qualified PC Hardware	Graphics Card	Supported with
HP Z840 Dual [6, 8, or 12 core 2.3 Ghz or higher] 16/32/64 GB DDR4-2133 memory	NVIDIA K4200 or K5200 M4000 or M5000 AMD W7100 or W8100	Software Only Nitris DX Mojo DX Artist DNxIO
HP Z640 Dual [6, 8, or 12 core 2.3 Ghz or higher] 16/32/64 GB DDR4-2133 memory	NVIDIA K4200 or K5200 M4000 or M5000 AMD W7100 or W8100 or W5100	Software Only Nitris DX Mojo DX Artist DNxIO
Dell 7910 Dual [6, 8, or 12 core 2.3 Ghz or higher] 16/32/64 GB DDR4-2133 memory	NVIDIA K4200 or K5200 M4000 or M5000 AMD W7100 or W8100	Software Only Nitris DX Mojo DX Artist DNxIO
Dell 7810 Dual [6, 8, or 12 core 2.3 Ghz or higher] 16/32/64 GB DDR4-2133 memory	NVIDIA K4200 or K5200 M4000 or M5000 AMD W7100 or W8100 or W5100	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo P900 Dual [6, 8, or 12 core 2.3 Ghz or higher] 16/32/64 GB DDR4-2133 memory	NVIDIA K4200 or K5200 M4000 or M5000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo P700 Dual [6, 8, or 12 core 2.3 Ghz or higher] 16/32/64 GB DDR4-2133 memory	NVIDIA K4200 or K5200 M4000 or M5000	Software Only Nitris DX Mojo DX Artist DNxIO

Qualified PC Hardware	Graphics Card	Supported with
HP Z820 Dual 6-core E5-2630V2 2.6 Ghz, 8 core E5-2650V2 2.6 Ghz, or 12 core E5-2695V2 2.4 Ghz 16/32 GB DDR3-1866 memory	K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Dell T7610 Dual 6-core E5-2630V2 2.6 Ghz, 8 core E5-2650V2 2.6 Ghz, or 12 core E5-2695V2 2.4 Ghz 16/32 GB DDR3-1866 memory	K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Dell T5610 Dual 6-core E5-2630V2 2.6 Ghz, 8 core E5-2650V2 2.6 Ghz, or 12 core E5-2695V2 2.4 Ghz 16/32 GB DDR3-1866 memory	K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo D30 Dual 6-core E5-2630V2 2.6, 8 core E5-2650V2 2.6, or 12 core E5-2695V2 2.4 16/ 32 GB DDR3-1866 memory	K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo C30 Dual 6-core E5-2630V2 2.6, 8 core E5-2650V2 2.6, or 12 core E5-2695V2 2.4 16/ 32 GB DDR3-1866 memory	K4000	Software Only Nitris DX Mojo DX Artist DNxIO
HP z820 Dual 8 Core Intel Xeon E5-2665 2.4 GHz, Quad 6-core E5-2640 2.5 GHz	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo D30 Dual 6 core E5-2640 2.5Ghz or Dual 8 core E5-2660 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo C30 Dual 6 core E5-2640 2.5GHz or Dual 8 core E5-2660 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Dell T7600 Dual 8 core Intel E5-2665 2.4 GHz 16 GB DDR3-1600 memory, Dual 6-core E5-2630	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX Artist DNxIO

Qualified PC Hardware	Graphics Card	Supported with
Dell T5600 Dual 6-core Intel E5-2630 2.2 GHz 16 GB DDR3-1600 memory, Dual 8-core 2665	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo ThinkStation E31, Intel Xeon E3-1245V2 3.40 GHz 8 GB DDR3-1600 RAM	NVIDIA Q600 or K600 HD4000	Software Only
HP z800 Dual 6 Core, 2.66 GHz	NVIDIA FX Quadro 3800 and Q4000	Software Only Nitris DX Mojo DX Artist DNxIO
HP Z440 6 or 8 core 3.0 Ghz or higher] 16/32 GB DDR4-2133 memory	NVIDIA K2200 AMD W5100	Software Only Nitris DX Mojo DX Artist DNxIO
Dell 5810 6 or 8 core 3.0 Ghz or higher] 16/32 GB DDR4-2133 memory	NVIDIA K2200 AMD W5100	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo P500 6 or 8 core 3.0 Ghz or higher] 16/32 GB DDR4-2133 memory	NVIDIA K2200	Software Only Nitris DX Mojo DX Artist DNxIO
HP Z420 6-core E5-1650 V2 3.5 Ghz 8/16 GB DDR3-1866 memory	NVIDIA K2000	Software Only Nitris DX Mojo DX Artist DNxIO
Dell T3610 6-core E5-1650 V2 3.5 Ghz 8/16 GB DDR3-1866 memory	NVIDIA K2000	Software Only Nitris DX Mojo DX Artist DNxIO
Lenovo S30 6-core E5-1650V2 3.5 Ghz 8/16 GB DDR3-1866 memory	NVIDIA K2000	Software Only Nitris DX Mojo DX Artist DNxIO
HP z420 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	NVIDIA Q2000 or K2000	Software Only Nitris DX Mojo DX Artist DNxIO

Qualified PC Hardware	Graphics Card	Supported with
Lenovo S30 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	NVIDIA Q2000 or K2000	Software Only Nitris DX Mojo DX Artist DNxIO
Dell T3600 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	NVIDIA Q2000 or K2000	Software Only Nitris DX Mojo DX Artist DNxIO
HP z400 Single 6 Core 3.33 GHz	NVIDIA Quadro FX 3800 Quadro 2000	Software Only Nitris DX Mojo DX Artist DNxIO
Dell™ T5500 Dual 6 Core, 2.66GHz	NVIDIA Quadro FX 4800 Quadro 4000	Software Only Nitris DX Mojo DX
Dell T3500 Single 6 Core, 3.2GHz	NVIDIA Quadro FX 3800 Quadro 2000	Software Only Nitris DX Mojo DX
HP Z230 quad Xeon E3-1245V3 3.4 Ghz 8/16 GB DDR3-1600 memory Tower or SFF	K600 HD4600	Software Only
Lenovo P300 quad Xeon E3-1246V3 3.5 Ghz 8/16/32 GB DDR3-1600 memory Tower or SFF	K600 or K620 HD4600	Software Only
Lenovo E32 quad Xeon E3-1245V3 3.4 Ghz 8/16 GB DDR3-1600 memory Tower or SFF	K600 HD4600	Software Only
Dell T1700 quad Xeon E3-1245V3 3.4 Ghz 8/16 GB DDR3-1600 memory Tower or SFF	K600 HD4600	Software Only
HP Z1 G2 All-in-one E3-1245V3 3.4 Ghz 8/16 GB DDR3-1600 memory Thunderbolt	K2100M Intel HD4600	Mojo DX Software Only
Lenovo ThinkCentre Edge 93Z i7-4770S 3.1 Ghz 8/16 GB DDR3-1600 memory quad core All-in-One	Intel HD4600	Software Only
HP Z220 Quad Xeon E3-1245V2 3.4 GHz 8 GB DDR3-1600 memory (Tower or SFF)	Q600 or K600 HD4000	Software Only

Qualified PC Hardware	Graphics Card	Supported with
HP Z1 Quad Xeon E3-1245V2 3.4 GHz 8 GB DDR3-1600 memory All-in-One	NVIDIA K1000M or HD4000	Software Only
Lenovo ThinkCentre Edge 92Z i7-3770S 3.1 Ghz 8 GB DDR3-1600 memory Quad core All-in-One	Intel HD4000	Software Only

Qualified PC Notebooks for Avid Media Composer

The following PC Notebooks are qualified with Avid Media Composer. The following applies to the editing system when running on a laptop:

- DNxHD capture is only supported on Mojo DX on a Quad core system with hyperthreading enabled. Nitris DX is not supported on laptops.
- Capture of 10 bit video for example, DNxHD 185x, is not supported on Mojo DX.
- Playback in full quality 10 bit mode is not supported

Qualified PC Notebooks	Graphics Cards	Supported With
HP Zbook 14" 2.1 Ghz dual core i7-4600U 1920x1080 - 8/16 GB 1600Mhz DDR3 Memory Ultrabook	Intel HD4400 FirePro M4100	Software Only
HP Zbook 15" G2 - 2.5 Ghz and higher quad core i7 1920x1080 - 8/16/32 GB 1600Mhz DDR3 Memory thunderbolt	K1100M K2100M	Software Only Mojo DX Artist DNxIO
HP Zbook 15" 2.4 Ghz and higher quad core i7 1920x1080 - 8/16 GB 1600Mhz DDR3 Memory thunderbolt	K1100M K2100M	Software Only Mojo DX
HP Zbook 17" G2 - 2.5 Ghz and higher quad core i7 1920x1080 - 8/16/32 GB 1600Mhz DDR3 Memory thunderbolt	K3100M K4100M K2200M	Software Only Mojo DX Artist DNxIO
HP Zbook 17" 2.4 Ghz and higher quad core i7 1920x1080 - 8/16 GB 1600Mhz DDR3 Memory thunderbolt	K3100M K4100M	Software Only Mojo DX
Dell M3800 15" 2.2 Ghz and higher quad core i7 1920x1080 or 3200x1800 - 8/16/32 GB 1600Mhz DDR3 Memory Ultrabook	K1100M K2100M	Software Only Mojo DX

Qualified PC Notebooks	Graphics Cards	Supported With
Dell M4800 15" 2.4 Ghz and higher quad core i7 1920x1080 or 3200x1800 - 8/16/32 GB 1600Mhz DDR3 Memory	K1100M K2100M	Software Only Mojo DX
Dell M6800 17" 2.4 Ghz and higher quad core i7 1920x1080 - 8/16/32 GB 1600Mhz DDR3 Memory	K3100M K4100M	Software Only Mojo DX
Lenovo W541 15" 2.5 Ghz and higher quad core i7 15" 1920x1080 2880x1620 - 8/16/32 GB 1600Mhz DDR3 Memory Thunderbolt	K1100M K2100M	Software Only Mojo DX Artist DNxIO
Lenovo W540 15" 2.4 Ghz and higher quad core i7 15" 1920x1080 2880x1620 - 8/16 GB 1600Mhz DDR3 Memory Thunderbolt	K1100M K2100M	Software Only Mojo DX
Lenovo ThinkPad W530 "Intel Core i7-3720QM 2.6 GHz, i7-3820QM 2.7GHz, i7-3920XM 2.9GHz	NVIDIA Quadro K1000M or K2000M	Software Only Mojo DX
HP 8770w i7-3720QM 2.6 GHz, I7-3820QM 2.7Ghz, I7-3920XM 2.9GHz 17" 1920x1080 - 8 GB 1600MHz DDR3 Memory	NVIDIA Quadro K3000M or K4000M	Software Only Mojo DX
HP 8570w I7-3720QM 2.6GHz, i7-3820QM 2.7 GHz 15" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K1000M or K2000M	Software Only Mojo DX
Dell M6700 i7-3740QM 2.7 GHz 17" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K3000M or K4000M	Software Only Mojo DX
Dell M4700 i7-3740QM 2.7 GHz, 15" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K1000M or K2000M	Software Only Mojo DX
HP 8760w i7-2720Q, i7-2820Q 2.2 or 2.3 GHz	NVIDIA Quadro 3000M Quadro 4000M	Software Only Mojo DX
HP 8560w, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 17” 1920 x1080	NVIDIA Quadro 1000M Quadro 2000M	Software Only
Dell M6600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 17” 1920 x1080	NVIDIA Quadro 3000M Quadro 4000M	Software Only Mojo DX

Qualified PC Notebooks	Graphics Cards	Supported With
Dell M4600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 15” 1920 x1080	NVIDIA Quadro 1000M Quadro 2000M	Software Only Mojo DX

Qualified Macintosh Workstations for Avid Media Composer

The following Macintosh Workstations are qualified with the Avid Media Composer.

Qualified Macintosh Hardware	Graphics Cards	Supported With
Mac Pro 6 core 3.5 Ghz, 8 core 3.0 Ghz, 12 core 2.7 (Late 2013) 16/32 GB 1866Mhz DDR3 Memory Thunderbolt - no PCI-e slots	AMD FirePro D500	Software Only Mojo DX Nitris DX (no HD capture) Artist DNxIO
Mac Pro “Westmere” Two 2.66GHz 6-Core Intel Xeon (12 cores)	ATI Radeon HD 5770	Software Only Nitris DX Mojo DX Artist DNxIO
iMac Retina 5K 27" 4.0 Ghz i7 Quad core Late 2014 - 8/16/32 GB 1600Mhz DDR3	Radeon M290X, M295X	Software Only Mojo DX Artist DNxIO
iMac 27" 3.2,3.4 GHz i5 or 3.5 Ghz i7 Quad core Late 2013 - Thunderbolt - 8/16 GB 1600Mhz DDR3	GeForce GTX 775	Software Only Mojo DX
iMac 21.5" 2.9 GHz i5 or 3.1 Ghz i7 Quad core Late 2013 - Thunderbolt - 8/16 GB 1600Mhz DDR3	GeForce GT 750	Software Only Mojo DX
iMac 27” 2.9GHz Quad-core Intel i5, 3.2Ghz Quad-core Intel i5, 3.4 GHz Quad Core Intel i7 (Late 2012)	NVIDIA GeForce GTX 660M or NVIDIA GeForce GTX 675MX	Software Only Mojo DX
iMac 21.5” 2.9GHz Quad-core Intel i5, 3.1GHz Quad-core Intel i7 (Late 2012)	NVIDIA GeForce 650M	Software Only Mojo DX
iMac 27” Display Quad Core 3.4 GHz (Mid 2011)	ATI 6970M	Software Only Mojo DX
Mac mini 2.3/2.6GHz quad core Intel i7	Intel HD 4000	Software Only Mojo DX

Qualified Macintosh Hardware	Graphics Cards	Supported With
Mac Mini Server 2.0 GHz i7 Quad core Thunderbolt - 4GB 1333MHz DDR3	Intel 3000	Software Only Mojo DX

Qualified Macintosh Notebooks for Media Composer

The following Macintosh notebooks are qualified with the current editing applications. The following applies to the editing system when running on a laptop.

- HD Capture on Macintosh notebooks is not supported
- Playback in full quality 10 bit mode is not supported

Qualified Macintosh Notebook	Graphics Cards	Supported With
MacBook Air 13" - 1.7 Ghz and higher i7 Dual-Core (Mid 2013) - Thunderbolt - 8 GB 1600Mhz DDR3L	Intel HD5000	Software Only Mojo DX
MacBook Air 13" - 2.0 GHz I7 Dual-Core Thunderbolt - 8 GB 1600MHz DDR3L	Intel HD4000	Software Only Mojo DX
MacBook Pro 15" 2.3/2.6/2.7 GHz I7 (Late 2013) Quad-Core - Retina & Thunderbolt 8 GB 1600Mhz DDR3L Memory	HD5000 GeForce GT 750M	Software Only Mojo DX Artist DNxIO
MacBook Pro 15" 2.3/2.6/2.7 GHz I7 (Mid/ Late 2012) Quad-Core - Retina & Thunderbolt 8 GB 1600Mhz DDR3L Memory	HD4000 GeForce GT 650M	Software Only Mojo DX Artist DNxIO
MacBook Pro 17" 2.2/2.3/ GHz Quad Core i7	6750M Intel 3000	Software Only Mojo DX
MacBook Pro 15" 2.0/2.2/2.3GHz Quad Core i7	6490M 6750M Intel 3000	Software Only Mojo DX

Feature Performance

A number of features in this editing application are processor-intensive. As a result, you might experience problems if you are working on an older system. The following chart shows the hardware that Avid has successfully qualified when using these features. For a list of the qualified systems, see Qualified Workstations and Laptops.

Feature	Description	Recommended System
Editing High Resolution, High Frame Rate Media (UHD/4k in 59.94p)	16 GB RAM minimum, 32 GB recommended	HP Z820, HP Z840, Dell 7810, Dell 7910, Lenovo P900, Lenovo P700 • Dual 8 core (32 cores with Hyperthreading), • Dual 10 core (40 cores with Hyperthreading), • Dual 12 core (48 core with Hyperthreading) • NVIDIA 5200 PCIe Gen3 Gfx card (recommended) • NVIDIA 4200 Mac Pro • 12 core (24 with Hyperthreading) 3 GHz • Dual AMD FirePro 500/700 Graphics card Storage: 10Gb Ethernet ISIS
Editing High Resolution Media (Higher than 2K+)	16 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
DMF and Background Transcode, Background Render	8 GB RAM minimum. 16 GB RAM recommended	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
Media Composer | Cloud	16GB RAM minimum. 24 GB or higher recommended depending upon system model.	i7 Quad core or higher with Hyperthreading

Feature	Description	Recommended System
J2K Capture		Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
HD Long GOP 9-way MultiCam with high stream count sequences	Avid recommends 16 GB RAM	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading Storage: 10Gb Ethernet ISIS,
Stereoscopic 3D	For optimal performance with Stereoscopic 3D, use these higher performance systems. Avid recommends a minimum of 12GB RAM when using Stereoscopic 3D.	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
XDCAM HD50 Capture	Baseband capture through Nitris DX, Mojo DX	Qualified systems
HD RGB 4444 Apple ProRes 4444 DNxHD 4444	HD RGB capture requires a high end workstation with Nitris DX and fast storage.	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading Storage: 10Gb Ethernet ISIS,
AMA (RED)	AMA is a processor intensive operation. Older platforms may not offer optimum performance. you will get better performance with higher end workstations.	Qualified Xeon Workstations
AMA (QuickTime)	AMA is a processor intensive operation. Lower end platforms may not offer optimum performance. Highly compressed codecs such as H.264 will exhibit minimal real-time performance.	Recommendation of qualified systems depends on your planned use of this feature. Heavy usage of highly compressed codecs requires the high end systems. (Dual 6 Core or Dual 8 Core systems)

Feature	Description	Recommended System
AVCI-Intra Capture	AVC-Intra capture with software codecs is supported.	32 core and higher Windows systems only. Note: If problems are encountered, please use a Nitris DX w/AVC-I capabilities or ingest at another resolution like DNxHD and transcode to AVC I.
AVCI-Intra	AVC-Intra(AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive.	**4-Way MultiCam Playback** Dual Quad Core, Dual 6 Core or Dual 8 Core Systems **Four Stream Playback:** Dual Quad Core, Dual 6 Core or Dual 8 Core Systems **AMA Workflows:** Dual Quad, Dual 6 or Dual 8 core systems

Compatibility Chart

The following table lists the NVIDIA® driver, QuickTime®, Windows Media™, shared storage, Sony® XDCAM™, Panasonic® P2, and Avid Artist Series versions that were qualified with the Avid editing applications.

Item	Versions	Comments
QuickTime Support	v7.7.8 (Windows) v10.x, (v7.x legacy) (Macintosh)	Note: QuickTime v10X does not include QuickTime Pro options.
Windows Media Version Support	Windows Media Player 12 (for Windows 7)	If you do not have Windows Media Player, access the download at www.microsoft.com. Windows Media export compatibility is subject to Microsoft Windows Media updates.

Item	Versions	Comments
Avid Interplay Support	See Knowledge Base article on compatibility.	IMPORTANT: The Avid Interplay components that get installed on the editing application must be updated to the Avid Interplay version that is released with the editing application. These include the Media Indexer, Interplay Access, Interplay Framework, Interplay Transfer Client and ProEncode Client. The Avid Interplay Server components can remain on the previous releases listed as supported. For details, see the "Avid Editing Application Compatibility with Interplay Releases" doc on the Knowledge Base.
NVIDIA Driver Support	v347.52 and v353.82	See "Setting up the NVIDIA Card" on page 37. For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide.
AMD Driver Support	14.301.1019.1001	Go to the following link.
Shared Storage Support	Avid Unity ISIS®.	See "Shared Storage Support" on page 38.
Sony XDCAM driver	v2.13 (XDCAM Transfer for Macintosh) Windows FAM v2.3.2 and VFAM v5.0.2	The VFAM firmware version for PDW-U1 is 2.600. The PDW-U2 is 2.810. The driver can be downloaded from Sony's website http://esupport.sony.com/.
Panasonic P2 drive	(Macintosh) v3.1.7 (Windows) v2.24	There is currently no P2 writeback support for Macintosh clients.
Avid Artist Series (Euphonix)	EuControl software v3.1.3 or later	See the User's Guide for information on Artist Series Color setup information.

Avid Editing Application Compatibility with Pro Tools

General Co-Installation Notes:

- Install Pro Tools first and then Media Composer.
- You must uninstall all older versions of Media Composer or Pro Tools before installing newer versions.
- Co-install does not support both applications launched simultaneously.
- When you uninstall Pro Tools, choose to uninstall just the application and not the audio drivers or the editing application no longer sees the devices. On a Macintosh Pro Tools 10 system, this is named the “Safe Uninstall.” On a Macintosh Pro Tools 11 system no uninstallation is required. On a Windows Pro Tools 10 or 11 system, you must select the first uninstall option - “Pro Tools Only” - which is not selected by default.
- Mojo SDI will not be supported with Media Composer or Pro Tools 11, but can still be connected in a co-install configuration for use with Pro Tools 10.
- If you install and configure Avid Mojo DX or Nitris DX hardware on your system, the editing application does not use any connected Pro Tools audio device for audio input/output operations. You can also use these audio devices with a software-only version of your Avid editing application.
- If you run into any issues, uninstall both applications and reinstall Pro Tools first, and then reinstall your editing application.
- Media Composer v5.0 and later and Pro Tools v8.0.3 and later do not include support for the Original Mbox. If you want to use the Original Mbox, you should use Media Composer v4.x and Pro Tools v8.0.1 instead.
- If you want to install your Avid editing application on a system with the Pro Tools Avid Video Engine installed, you must use one of the following configurations:
    - Media Composer v5.5/NewsCutter v9.5 and later with Pro Tools v9.0 or later.
    - Media Composer v5.0.x/NewsCutter v9.0.x with Pro Tools v8.5 or earlier.

Co-installation Configurations and Audio Device Support

Avid Pro Tools Applications

Pro Tools Product	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Pro Tools Software Only	Co-install	Co-install	Co-install
Pro Tools|HD Native	Co-install/ Audio Device	Co-install	Co-install
Pro Tools|HD	Co-install/ Audio Device	Co-install	Co-install
Pro Tools|HD, with chassis	Not Tested	Not Tested	Not Tested

Avid Mbox Family Audio Devices (3rd Generation)

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Mbox (USB)	Co-install/ Audio Device	Co-install	Co-install
Mbox Pro	Co-install/ Audio Device	Co-install	Co-install
Mbox Mini (USB)	Co-install/ Audio Device	Co-install	Co-install

Avid Mbox 2 Family Audio Devices

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Mbox 2 (USB)	Co-install/ Audio Device	Co-install	Co-install

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Mbox 2 Pro (1394)	Co-install	Co-install	Co-install
Mbox 2 Mini (USB)	Co-install/ Audio Device	Co-install	Co-install
Mbox 2 Micro (USB)	Co-install	Co-install	Not tested

Other Avid Audio Devices

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Digi 002 (1394)	Co-install/ Audio Device (Windows)	Co-install	Co-install
Digi 003 (1394)	Co-install	Co-install	Co-install
Eleven Rack (USB)	Not Supported	Not Supported	Not Supported
Fast Track Pro (USB)	Audio Device	Not Supported	Not Supported

External Controllers

Your Avid editing application supports the following external fader controllers or mixers for automation gain and pan recording or as control surfaces:

- Digi 002 (Windows only)
- Command|8
- Avid Artist Control
- Avid Artist Mix

- Avid Artist Transport
- Avid Artist Color

External controllers or mixers are optional. They are not required for you to perform automation gain or pan recording on an Avid editing system.

The following table compares Avid external controllers and mixers.

Feature	Digi 002 (MC only)	Command|8	Avid Artist Control	Avid Artist Mix	Avid Artist Transport	Avid Artist Color
Control surface for transport controls and other functions	Yes	Yes	Yes	Yes (transport only, no soft keys)	Yes	
Provides audio play, input, and output	Yes	No	No	No	No	
Record automation gain	Yes	Yes	Yes	Yes	No	
Record automation pan	Yes	Yes	Yes	Yes	No	
Flying faders	Yes (8)	Yes (8)	Yes (4)	Yes (8)	No	
Touch-sensitive faders	Yes	Yes	Yes	Yes	No	
Touch-sensitive panners	No	No	Yes	Yes	No	
Solo/mute	Yes	Yes	Yes	Yes	No	
Supports audio mixing	No[a]	No	No	No	No	
Latch mode (also known as Snap mode)	Yes	Yes	Yes	Yes	No	
Number of steps of fader accuracy	1024	1024	1024	1024	Not applicable	

a. The Digi 002 can be used as a standalone audio mixer but not at the same time as it is being used as an automation gain or automation pan controller or control surface.

For more information on using these external fader controllers or mixers, see “Recording Automation Gain or Automation Pan Information” in the Help.

Setting up the NVIDIA Card

To set up the NVIDIA card, you must make sure you have the correct display driver version (install the display driver if necessary, and set the correct display settings. See the “Compatibility Chart” on page 31 for information on the supported driver(s).

Prior to setting up the NVIDIA card, check to make sure you have the correct display driver version. If you do not have the correct NVIDIA driver, you can install it from the Utilities folder that installs with your Avid application.
Installation files for these drivers are installed in the folder Program Files\Avid\Utilities\nVidia.

To check the NVIDIA display driver version:

1. Right-click the Desktop and select NVIDIA Control Panel. You can also open the Windows Control Panel and double-click the NVIDIA Control Panel icon.
2. Click System Information at the bottom left corner of the NVIDIA Control Panel.

   The version number is listed in the Graphics card information section on the ForceWare version line.

To install the NVIDIA display driver:

1. Navigate to Program Files\Avid \Utilities \nVidia and double-click the folder that corresponds to your operating system.
2. Double-click the file for the applicable driver.
3. Follow the on-screen instructions, and then restart your system.

To setup multiple displays:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the settings window in the left of the window, click Set up multiple displays.
3. Select or deselect the desired monitors listed.

To set the Driver for Avid Editing Environments

1. Right-click the Desktop, and select Nvidia Control Panel.
2. Click Manage 3D Settings.
3. Click the Global Setting tab.

4. Under Global presets, select Base Profile.
5. Scroll to locate the Power Management Mode. Select Prefer maximum performance.
6. Click Apply.

Reboot after installing the Nvidia software even if you are not prompted to do so.
Never use the Windows “roll back driver” feature on the Nvidia driver. The driver version must match the rest of the components the Nvidia installer installs.

Shared Storage Support

The editing application has been tested in a shared storage environment with the following.

Editing Application Operating System	ISIS Clients	ISIS | 2500- ISIS 2000 Server ISIS | 5500- ISIS 5000 Server ISIS | 7500- ISIS 7000 Server	ISIS | 1000 Server
Windows 8	v4.5, v4.6.1, v4.7 - v4.7.4, v4.7.5, v5.0[a]	v4.2.2 Kit, v4.5, v4.6.1, v4.7 - v4.7.4, v4.7.5	v5.0
Windows 7 64-bit	v4.2, v4.5, v4.6.1, v4.7 - v4.7.4, v4.7.5, v5.0	v4.2.2 Kit, v4.5, v4.6.1, v4.7 - v4.7.4, v4.7.5	v5.0
Macintosh v10.9	vv4.6.1, v4.7 - v4.7.4, v4.7.5, v5.0	v4.2.2 Kit, v4.5, v4.6.1, v4.7 - v4.7.4, v4.7.5	v5.0
Macintosh v10.8.x	v4.2, v4.5, 4.6.1, v4.7 - v4.7.4, v4.7.5, v5.0	v4.2.2 Kit, v4.5, v4.6.1, v4.7 - v4.7.4, v4.7.5	v5.0
Macintosh v 10.10	v4.7.4, v4.7.5, v5.0	v4.7.4, v4.7.5	v5.0

a. ISIS Client v5.0 is applicable to ISIS | 1000 server only.

Limitations

The following limitations apply to the current version of the editing application.

AMA

- **Bug Number:** MCDEV-2. BlackMagic files greater than HD will not link inside Media Composer using the Avid QuickTime Plug-in unless the Black Magic Design Desktop Video Software is installed. Access www.blackmagicdesign.com for information on the Black Magic Design Desktop Video Software.

- **Bug Number:** . Since a given file type may be supported by multiple AMA plug-ins, for best results choose a specific AMA plug-in rather than Autodetect when performing an AMA Link to File. When performing an AMA Link to a volume, Autodetect will normally select the correct plug-in, but if it doesn't, choose a specific AMA plug-in and perform the AMA Link to volume again.

- **Bug Number:** UDevC00182286. When performing an AMA link to MXF media, you should not select the Autodetect plug-in option. Choose the applicable plug-in to perform the AMA Link to File.

- **Bug Number:** UDevC00179996. If you load an AMA-linked clip into a monitor, then enable Dynamic Relink and set the Preferred media format in the Dynamic Relink Settings dialog box to “Any native media,” the media displays as offline. This is as designed. If there is no native MXF or OMF media to display, the AMA-linked clips only display when you select AMA as the preferred media format.

- **Bug Number:** UDevC00178140, UDevC00180089. If you are AMA linking BlackMagic Cinema Camera DNxHD movies, these files link as Matte Key effects rather than master clips. Therefore these files cannot be transcoded. To workaround this, open Import Settings, and in the Image tab set Alpha Channel to Ignore.

- **Bug Number:** UDevC00180039. Media Indexer limitation: When you check in an AMA file, the system does not create .spaaf files if the workspace for .spaaf files is not mounted correctly on the ISIS client. Before you begin to check the AMA files into Interplay, you must manually create the top level folder for the .spaaf files and configure the Media Indexer to index that folder. Avid recommends that you dedicate a specific workspace for the spaaf files. The spaaf workspace on ISIS must be mounted and accessible by the editing user on the editing machine. On a Mac OS X system, the workspace must be mounted using the same name as the workspace. The checkin will fail if this condition is not met.

  The following shows mount point examples for a workspace named “spaafFiles”:

  - Correct: /Volumes/spaafFiles
  - Incorrect: /Volumes/spaafFiles1

The incorrect mount point can occur if you have duplicate workspace names. The ISIS client adds a digit to a workspace name if it encounters a duplicate name. This can happen if you have two ISIS systems. Avoid duplicate workspace names.

➤ **Bug Number:** UDevC00178051. Do not enable Audio Waveforms if you are AMA linking to Arri clips.

➤ **Bug Number:** UDevC00178650. XDCAM AMA linked files might not appear in the Media Tool. XDCAM AMA linked volumes do appear in the Media Tool.

Application Manager

➤ **Bug Number:** AMPT-1727. The APPS and Feeds tab remain empty after you license via a Floating License.

➤ **Bug Number:** AMPT-1808. Daily notification of a support contract expiration starting 7 days prior to expiration is not currently working.

➤ **Bug Number:** AMPT-1030. When deactivating the editing application and performing an upgrade, the System ID is not automatically pre-populated in Application Manager. For information on locating your system ID, see the Installation Guide.

➤ **Bug Number:** AMPT-1731. The trial period for New Blue Titler 2 does not display in Application Manager.

➤ **Bug Number:** AMPT-1719. Updating New Blue Title 1 in Application Manager should be allowed without an active subscription.

Avid Artist Color

➤ **Bug Number:** UDevC00157064. Some soft keys do not light up when you use the Avid Artist Color with your Avid editing application, including the following:

- HSL Shift Layer: all soft keys
- HSL Bank 2 Shift Layer: all soft keys
- Curves: F8 and F9 soft keys
- Curves Shift: F1, F3, F6, and F9 soft keys
- Secondary: F2, F7, F8, and F9 soft keys
- Secondary Shift: all soft keys

The soft keys listed above function normally even when they do not light up.

- **Bug Number:** UDevC00163957. Hue offset color wheels might not appear when you use Artist Color to enter Color Correction mode the first time after start your Avid editing application. Any parameter update will draw them.

  Workaround: When you make any change in a parameter in the Color Correction tool, the color wheels appear.

- **Bug Number:** UDevC00156948. (The F2 soft key (Next HSL Subtab) does not function until after you apply a color correction to your footage. If you press F2 (Next HSL Subtab) on the Artist Color surface before you apply a color correction, you get a system beep and the subtab does not change.

- **Bug Number:** UDevC00157932. If you use the HSL shift control for trackballs, you might see the trackballs controlling the wrong monitor during shuttle. For example, if you press Shift and then use the right trackball to shuttle, and then move either the left or the center trackball, you might see the other trackballs now control the right monitor.

- **Bug Number:** UDevC00164772. When you first ope n the Color Correction tool, either with the Artist Color or with the mouse, incorrect color correction values might display in parameter fields. This problem is intermittent, and it does not occur after you change a parameter value.

  Workaround: Adjust any parameter. The correct values display in the Color Correction tool.

- **Bug Number:** UDevC00164954. (Macintosh only): The EuControl application does not open when you select Edit Settings in the Controller Settings dialog box. To configure your EUCON device, you must open the EuControl application by clicking the EUCON icon in the dock, and then selecting Window > EuControl Settings.

Avid Artist DNxIO

- **Bug Number:** BMD-67. If you see stuttering at the stop of playback, go to the Artist DNxIO control panel, select Video Output and enable Remove Field Jitter On Pause.

- **Bug Number:** MCDEV-3702. Some Open IO cards do not support all RGB formats and RGB 10-bit stutters during playback. You can switch back to YUV colors space, or if you need to edit in RGB, disable the hardware temporarily.

- **Bug Number:** BMD-6. When you perform a down convert in an RGB project, the down converted outputs will be YUV.

- **Bug Number:** BMD-50. Unless video input is also connected, no audio is recorded when trying to perform audio punch-in or any audio only capture.

Workaround: If you do not have a video source connected, you can perform audio only capture or punch-in if you loop video OUT to IN on the Artist DNxIO.

Background Render

- **Bug Number:** UDevC00186139 . We do not support AMA linked QuickTime media with alpha in Background Render.

Background Transcode

- **Bug Number:** UDevC00178938. The Background Queue window might stop refreshing intermittently. Select Open Background Queue window from the task bar (Windows) or menu bar (Macintosh) to view the background status in a browser.

- **Bug Number:** UDevC00180218. If you perform an 'alldrives' Console command and mount a network drive, a background transcode will not be successful to the mounted network drive. A foreground transcode will transcode successfully.

Capture

- **Bug Number:** MCDEV-3641. (Mac) Capturing Apple Pro Res in UHD 50/59.94 results in a video overrun error.

- **Bug Number:** UDevC00181736. If you are on a Windows 8 system, you might notice a slight stutter while recording (or in Capture Mode) but the video will record without any skips or dropped frames.

Compatibility

- **Bug Number:** MCDEV-975. Mojo hardware does not support projects with RGB. You will receive the message "Current hardware is not compatible with this project's settings and is being switched to inactive."

- **Bug Number:** MCDEV-2425. If you have a bin with AMA linked QuickTime in Media Composer v8.3 and you open the bin in Media Composer v7.0.4.1, the editing application crashes. The bin opens successfully in Media Composer v8.2. A future v7.0.4. release will support opening an 8.3 bin with AMA linked QuickTime.

- **Bug Number:** . Software viewers and fullscreen playback is limited to 8 bits.

- **Bug Number:** MCDEV-1093. When working with some HDMI monitors and higher than HD media, switching focus from the editing application, to the desktop and then back to the editing application might result in a delay before the image displays on the client monitor.

- **Bug Number:** MCDEV-2365. When using a trial version of the Sapphire plug-in, the editing application will crash. You can apply a Sapphire effect with a non-trial version of the plug-in.

- **Bug Number:** MCDEV-348. (Mac) With some versions of the Mac OS, if you open the Title Tool, select Help and type any text to the Search field and then select, Show All Help Topics, the Title Tool will crash. To open the Help from within the Title Tool, select Help and choose Contents. The Media Composer Help will open to the "Creating Titles" topic.

- **Bug Number:** MCCET-206. (Mac) In some instances, when Matrox drivers are installed on your system, you might receive a beachball when using the Color Picker. If this occurs, type the following in the Console Window: useCrossPlatformColorPicker 1

- **Bug Number:** . When transcoding LogC AMIRA clips that have embedded LUTs, and you decide not to apply the color transformations during the transcode, the color metadata will be carried forward in the new clip but the AMIRA LUT won't be embedded in the new clip. This will then lead to improper colors when looking at the transcoded clip since the required LUT won't be available.

  Workaround: Use the original AMIRA clip or transcode with "apply color transformations" enabled

- **Bug Number:** UDevC00166431. You might receive AMPI Subsystem errors when launching the editing application. Avid recommends that you refer to the following Knowledge Base article for information on possible causes.
  http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=377091

- **Bug Number:** UDevC00185899. (Macintosh) You can not open the editing application Help in Google Chrome. Use a browser such as Safari or Mozilla to open the help.

- **Bug Number:** UDevC00151588. You must have the MediaNetwork client installed on your system in order to play linked AMA clips from the MediaNetwork shared storage.

- **Bug Number:** . The Standalone Transfer Manager will be supported with this release, except for compatibility with Airspeed Classic and Open I/O devices.

- **Bug Number:** UDevC00173830. When attaching and detaching the Nitris DX hardware the system might restart.

Dynamic Media Folder (DMF)

➤ **Bug Number:** UDevC00180779. If you select the QuickTime folder plug-in from the DMF drop down menu and attempt to link to QuickTime files inside the DMF watch folder, an error message will occur stating the files cannot be linked and the DMF process will terminate.

Workaround: Select the Autodetect AMA Plug-in from the DMF drop-down menu to link to QuickTime files and/or folders.

➤ **Bug Number:** . If you are using a removable drive or reader as a DMF watch folder, make sure that "Automatically AMA-link to volumes" is deselected in the AMA Settings.

➤ **Bug Number:** . The following media types are not currently supported with Dynamic Media Folders in Media Composer:

- Uncompressed 8bit and 10b QuickTime files
- QuickTime files that include an alpha channel
- Sony XDCAM-EX

Dynamic Relink

➤ **Bug Number:** MCCET-522. Dynamic Relink picks the wrong video when there is overlapping timecode.

Workaround: Media management in Avid workflows requires that all clips associated with a physical source id (e.g. Tape ID) must have non-overlapping timecode ranges. If you have clips with overlapping timecode ranges for the same physical source id, you can modify the tape id to be unique in Media Composer and transcode or consolidate to new clips.

Effects

➤ **Bug Number:** . You cannot import a Matte that does not match the project frame rate.

➤ **Bug Number:** . sSource settings are not available for matte keys.

➤ **Bug Number:** . AVX 1 effects are no longer supported and will not be recognized in this latest version of Media Composer. Please contact the respective 3rd-party plug-in vendor for an AVX2 64-bit version of any existing plug-in that you might have purchased. The following Avid AVX1 effects will automatically be promoted to AVX2:

- Avid Pan & Zoom
- Region Stabilize
- RGB Keyer

When you load a previously-generated sequence containing one of these effects, they will automatically be promoted to new corresponding AVX2 effects. These effects will not be recognized by earlier versions of Media Composer.

➤ **Modifying Pan Values in the Timeline**: You can display different pan values in the Timeline for different audio tracks by clicking the Clip Gain/Pan button in the Track Control panel and selecting one of the pan value options. However, if you want to manipulate pan control points (either adding a keyframe or adjusting a keyframe), you must make sure all audio tracks display the same pan values. To do this, Alt+click the Clip Gain/Pan button in the Track Control panel for any audio track and select a pan value option.

High Resolution

➤ **Bug Number:** . In a greater than HD project, if you have selected Proxy Timeline in the Format tab and are in YCbCr Color Space, the only resolution available for media creation is DNxHR LB.

➤ **Bug Number:** . If your project is set to RGB Color Space, Proxy Timeline is not available. You can however, transcode to proxy dimensions. In RGB Color Space, only DNxHR 444 is available for media creation.

➤ **Bug Number:** . In an HD project, if you want to transcode the source media to DNxHR and keep the original size (for example, to create 2K DNxHR), you need to temporarily change the project raster (to anything larger than HD) so that the DNxHR codec is available in the transcode menu. Once completed, switch back the project to HD.

➤ **Bug Number:** . For larger than HD projects, “Same as Source” export is not available.

➤ **Bug Number:** . Pro Tools does not yet support higher than HD sequences. You must do an HD mixdown of your tracks before sending the sequence to Pro Tools.

➤ **Bug Number:** . DNxHR is not available as a QuickTime option.

Interplay

- **Bug Number:** . **Important:** Interplay does not currently allow check-in of higher-than-HD sequences and DNxHR media. You can still link to higher-than-HD media and edit within an HD frame size. Any transcoding and rendering must also be done in an HD proxy size.

  For the final delivery in a Cinematic or UltraHD format size, you can open the sequence on a Media Composer editing station, that is not connected to Interplay, and change the sequence format to an UHD or DCI frame size. You can then link to the original camera sources for the final finishing, rendering and output. These sequences and rendered media cannot be checked in to Interplay but can be saved to a shared ISIS workspace for access by other systems.

- **Bug Number:** . (Interplay) Dynamic relink is not currently supported for media that requires pulldown. Therefore, you can only use it with clips where the media has been acquired at the native frame rate (without pulldown).

- **Bug Number:** UDevC00164931. (Avid Interplay and Windows 7) Can't locate Media Indexer on Avid editor after first install. After an initial installation of the editor and Interplay support software, the editing application may fail to locate the Media Indexer. This can happen if some of the Avid Service Framework services have not started correctly.

  Workaround: Open the Workgroup Properties tool on the editor and check whether any of the services are not running. Restart any services as required. Then restart the Avid editing application again. You may have to do this the first few times that you start the editor. After a few times the services will begin starting automatically, even after a reboot.

iXML Metadata in BWAV Files

- **Bug Number:** . Multi-channel track identification information is not read from iXML

- **Bug Number:** . Markers in the iXMl are not imported when the file is linked.

- **Bug Number:** . Implied channel group information by file name pattern, as used by the audio import code, is not available when using the WaveAIFF AMA.

- **Bug Number:** . Channel group information, the iXML data that is used to group multiple mono files into a single clip, is not interpreted. To workaround this, reconstruct the channel groups manually with AutoSync.

  To reconstruct the multi-channel track identifications, set in the AMA setting link options for Multichannel audio prior to linking, or edit afterward with multi-channel audio pane of clip menu “modify” dialog.

Output

- You cannot control down/cross conversion from the Video Output Tool when in TrueP mode for 1080p projects or when you are in Stereoscopic mode.

  Workaround: When in stereoscopic mode or have True Progressive output set for 1080p projects, the down-convert and cross-convert options are not available. To output at a rate different than the project format, go to the Format tab and change the output project setting.

Performance

- **Bug Number:** UDevC00179008. Foreground performance of the application could be impacted while waveforms cache for systems attached to XDCAM EX device.

Play

- **Bug Number:** MCDEV-3005. The internal structure of Apple ProRes requires a width that is a multiple of 16 pixels. For cases where the media (or project dimensions) does not fit this requirement, extra processing is required to respect this multiple. This can cause a performance degradation noticeable during playback and processing. The common instances are when working at project dimensions 1998 x 1080 (2K DCI Flat) and 3996 x 2160 (4K DCI Flat).

- **Bug Number:** MCDEV-2046. You might see dropped frames playing back DNxHR HQX media with hardware output downconvert, in Full Quality 10-bit mode.

  Workaround: Playback DNxHR HQX in Full Quality (green/green) 8-bit mode.

- **Bug Number:** MCDEV-1976. You might see dropped frames working in 4K high frame rate projects and Multicam. We will improve the performance in a future release.

- **Bug Number:** UDevC00153838. You might receive an “Exception: The sequence or one of its source elements is too long to be played” error if you have a sequence over 12 hours.

- **Bug Number:** MCDEV-2210, MCDEV-2299, MCDEV-2298. When working in higher than HD projects, playing back AMA linked media in full quality mode (green/green) might not playback smoothly.

  Workaround: Set the playback quality mode to Draft Quality mode (yellow/green) or Best Performance mode (yellow/yellow).

Project Sync

➤ **Bug Number:** UDevC00179779. If you use Interplay Assist to create shotlists, you can save the shotlists in a folder within a synced project folder in your Interplay database. However, updating the synced project from the editing application does not update the bin with the shotlist. This is as designed. The Interplay synced project workflow uses projects created and edited in your Avid editing application and then saved to Interplay so other editing application users can access the same project.

Workaround: Create your shotlists in the editing application and then update your project. The shotlist appears in the synced project folder in Interplay as well as in the bin in your editing project.

➤ **Bug Number:** UDevC0017968. If you create a new synced project, delete it before opening the project on your Avid editing machine, and then add the project from Interplay and open it, the project is empty and contains no bins. This results from creating a synced project, which creates the necessary synced project folder in your Interplay database, but not creating any content for the project.

Workaround: If you open a project that has no content, you can create a new bin. The new bin is saved to Interplay, which then creates the folder structure for the media in your synced project.

➤ **Bug Number:** UDevC00179847. Opening a bin from another project while you work in a synced project does not add that bin to the project saved to Interplay, and updating a synced project from Interplay does not update a bin opened from a different project. Only bins that are part of an Interplay synced project are saved to Interplay.

Workaround: If you want to add media from another project to your Interplay synced project, create a new bin and add the media directly to it. When the bin is saved to Interplay, your synced project updates correctly.

➤ **Bug Number:** UDevC00180164. You cannot update a sequence from Interplay in a synced project by right-clicking the Source or Record monitor and selecting Update from Interplay.

Workaround: To update a sequence in a synced project, click the bin with your sequence to activate it, and then select File > Save Bin, or select the bin, and then select Bin > Update Bin from Interplay. For more information on saving sequences to Interplay, see “Updating a Synced Project” in the Help for your Avid editing application.

➤ **Bug Number:** UDevC00180195. If two or more editors are working on the same Interplay synced project, deleting folders and bins by one user might create conflicts and cause the second user’s editing application to become unstable. This can happen when one editor moves a folder that contains a bin to the Trash and then saves the project. This updates the project on Interplay. If a second editor working on the same synced project at the same time has the bin open, updates his project from Interplay, the now-deleted bin stays open in the local project even though the Trash folder shows the bin has been deleted. If the second editor then makes a change to this bin

and tries to save it, the editor receives an error stating that the bin has been deleted from Interplay. This error message might appear several times. If the second editor dismisses the error messages and tries to close the bin, an assertion error appears and the application becomes unresponsive.

Workaround: Avid recommends that you do not delete folders from your Interplay synced project if other users are working on the same project simultaneously.

QuickTime

- **Bug Number:** UDevC00159820. QuickTime Reference movies are not supported by QuickTime Player X. They are still supported in QuickTime Player 7 on the Macintosh. They are also not supported in QuickTime version 7.6.9 on Windows.

Stereoscopic 3D

- A software developer's kit is now available for 3rd-party partners who would like to build AMA plug-ins, AVX2 effects, or develop applications that support stereoscopic 3D media/sequences compatible with Avid Media Composer. This developer's kit is available on the Avid website.

- 720p Stereoscopic projects are not currently supported with Open I/O hardware from 3rd-party vendors.

- **Bug Number:** UDevC00164741. If a rolling title is used in an Over\Under stereo project, you may get the wrong scaling and cropping of lines.

- Stereoscopic projects are not supported on Avid Interplay.

- NVIDIA 3D Vision
  - Avid currently only supports the NVIDIA 3D Vision Home bundle (which includes the 3D glasses, emitter hub and display monitor). The 3D Vision Pro has not been successfully tested.
  - Full screen playback on an NVIDIA 3D Vision monitor is only supported on a Windows system.
  - Due to an NVIDIA driver issue, the first time that the full screen play window appears, the application will resize to a single monitor. Resize the application as necessary. You can reset your window positions by clicking on a toolset in the menu.

- **Bug Number:** UDevC00161499. Ancillary data output is not supported if you are working in full stereoscopic format.

Timeline

- **Bug Number:** MCDEV-2421. If you edit a clip into the Timeline with classic markers, then perform an Undo and a Redo, the system might crash.

- **Bug Number:** UDevC00164751. If you have a sequence loaded in the Timeline, and you have waveforms on, clicking or dragging in the Timeline does not stop the waveform from drawing.

  Workaround: Hold Cmd + . to stop the waveform from drawing.

Titles

- **Bug Number:** . Titles created with NewBlue are not currently real-time.

- **Bug Number:** . Dropping a NewBlue (or any filter) between an IN-OUT does not respect the In-OUT, you need to create some edit points to mark the duration.

- **Bug Number:** UDevC00176468. (Macintosh) Icelandic characters are not supported when working with the Title Tool. As a workaround, you can use the NewBlue Titler Pro plugin which does support Icelandic characters.

XDCAM

- **Bug Number:** UDevC00177208. XDCAM Multicam media might appear choppy in the Source/Record monitors when you perform reverse playback with the J key.

- **Bug Number:** . You cannot export an XDCAM clip or sequence that is less than 2 seconds long.

User Interface

- **Bug Number:** UDevC00162819. You cannot copy and paste timecode values into the Source or Record monitors. To enter timecode in the monitors, select the monitor and then type in the appropriate timecode values.

- **Bug Number:** UDevC00164678. You can drag audio keyframes past adjacent audio keyframes. Moving an audio keyframe past another keyframe causes the keyframes to swap values. For example, set volume levels on two audio keyframes: Keyframe A for low volume (left keyframe) and Keyframe B for high volume (right keyframe). If you then drag Keyframe A to the right of Keyframe B, Keyframe A now displays the higher volume level.

➤ **Bug Number:** UDevC00164995. (Macintosh only) If you load a group clip into the Source monitor while in MultiCamera mode, the monitor displays the clip as if MultiCamera mode is still selected, although the action of loading the group clip actually causes the Avid editing application to enter Source/Record mode. If you play back the clip, you only see the linecut and cannot perform MultiCamera edits.

Workaround: To turn off the Multicamera mode display, select Special > Multicamera Mode, and make sure MultiCamera Mode is not selected.

➤ **Bug Number:** UDevC00165159. (Macintosh only) If you render a sequence containing a title by selecting Clip > Render In/Out or by right-clicking the sequence and selecting Render In/Out, the progress bar displaying the status of the render operation does not update and the application appears to become unresponsive. However, even though the progress bar does not advance, the rendering operation continues. When it completes, the progress bar closes.

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